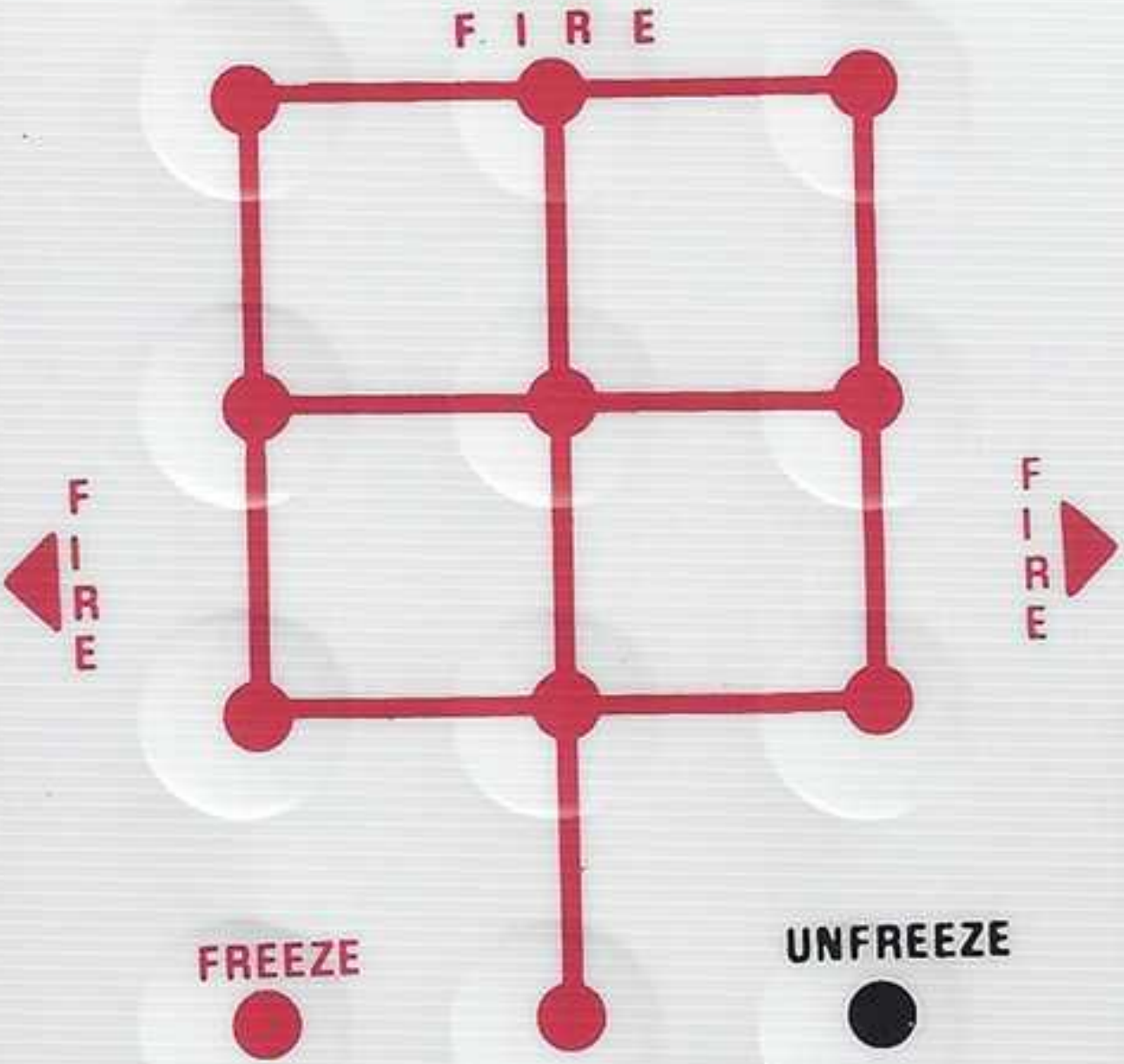
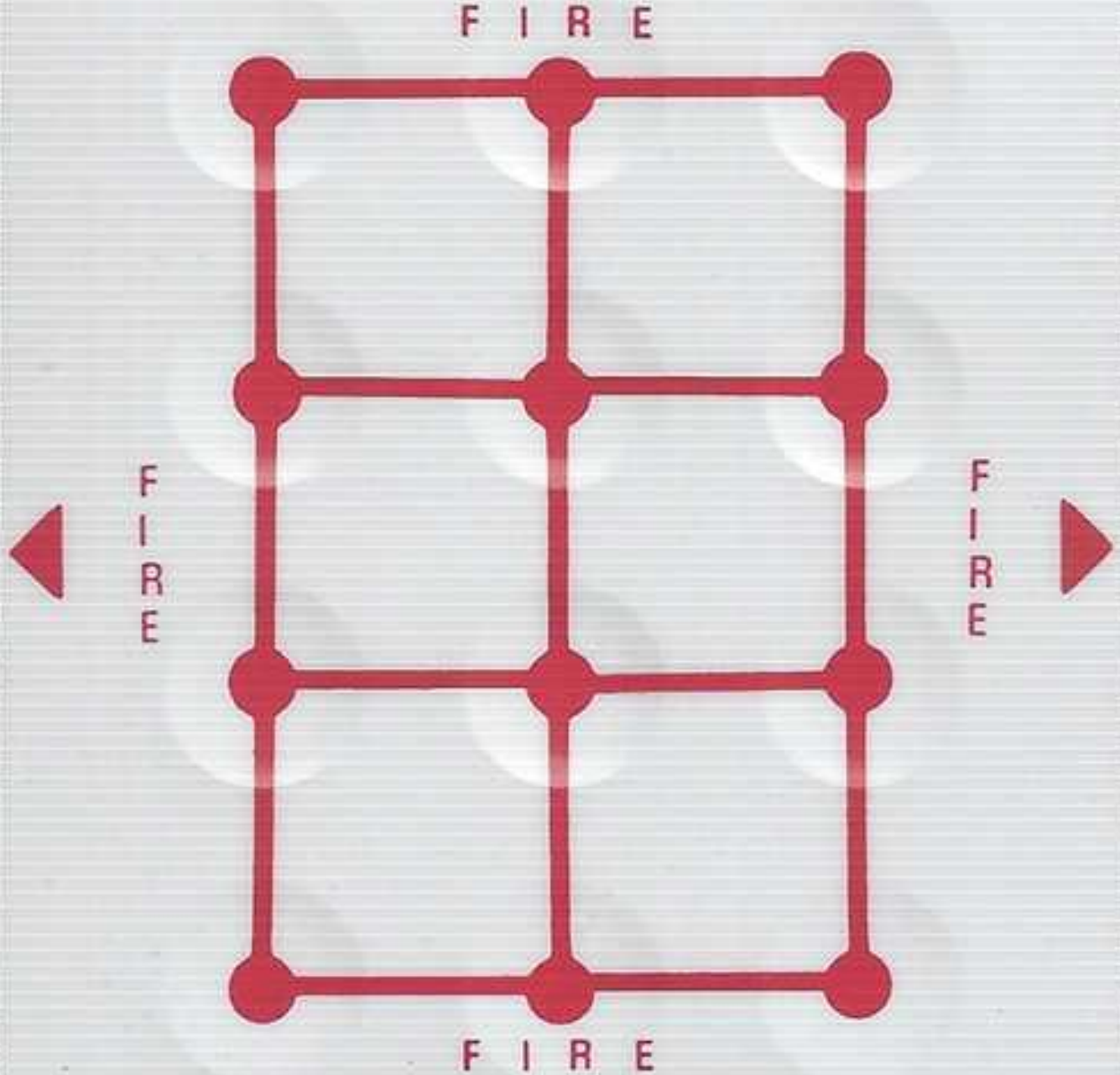
SECOND PLAYER (LEFT)



FUNKY FISH ™

SINGLE OR FIRST PLAYER (RIGHT)



FUNKY FISH™

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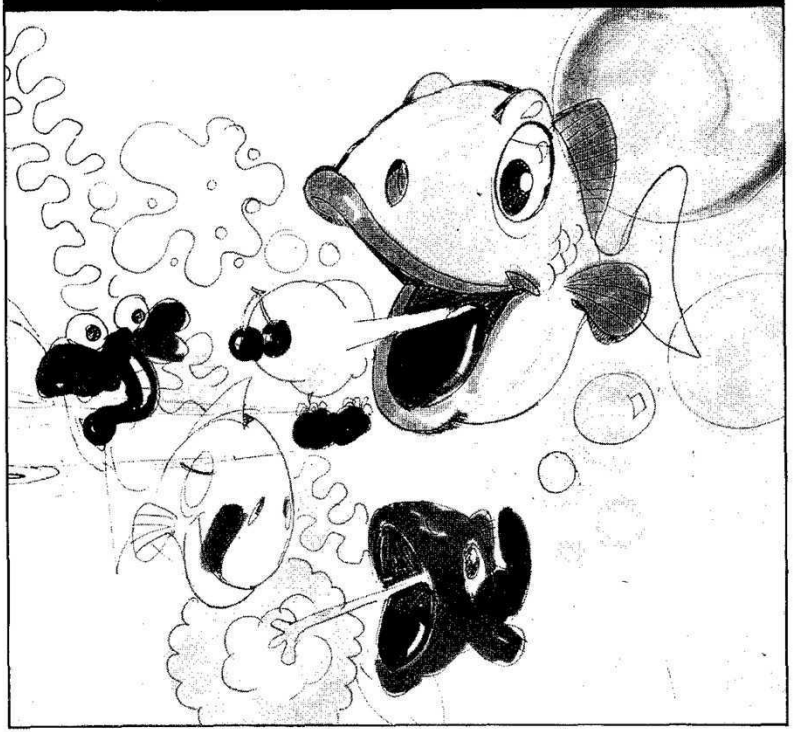
VIDEO GAME INSTRU TIONS

GiG® nel paese delle meraviglie

FUNKY FISH™



CART NO. 23

INTRODUCING FUNKY FISH

Don't be fooled – at first glance Funky Fish may look like an innocuous creature from an uneventful environment, but look closer! Beneath the calm surface of the water a determined power struggle is in progress!

His underwater world is populated with fascinating organisms – and all of them can paralyse him at a touch! Naturally, Funky Fish has to be armed to survive in this ecosystem, and he is – he can spit a poisonous dart at will with deadly accuracy. The cast in this submarine drama reads like a biology lesson, but it's much more exciting than that! Funky Fish vies with pink Asymetra and blue Photogyra for water space, but don't worry – you don't have to remember the names, just remember that they're deadly!

Now you no longer need be merely an observer outside the fish tank, with Funky Fish you can actually participate in the action! Your family and friends are going to enjoy the opportunity of being underwater without a bulky oxygen tank, too! It doesn't take long to become an expert, and when you are you can chalk up some really big points. Just read the instruction booklet and then have fun being in the swim!

HOW TO PLAY

Funky Fish begins the conquest for mastery of the tank's ecosystem in the middle of five underwater sectors, the outside two of which are uninhabited in Round 1 only. You can see which sector you're in by watching the pink indicator in the top right of your screen – white means occupied and blue means empty.

OK Funky – start swimming! You're in the sector controlled by the blue Binaria species. Listen and you'll hear the noise of the adult Binaria pulsating as she releases lethal Microns into the water.

You can see that Funky has no ears, but he can hear vibrations in the water through his sensitive skin.

Spear those little Microns with your poisonous dart and eat them when they become cherries! You have to be agile and avoid contact with any of the organisms, because with one touch your flesh shrivels and only your skeleton remains!

After Funky devours six Binaria Microns, the adult Binaria transforms into a single cell containing a high concentration of energy. Swim in immediately and absorb energy – watch it register on the horizontal indicator at the top left of the screen. Once your energy is renewed you start scoring for as long as the Binaria energy countdown lasts. Fix your beady eye on the countdown in the top middle of the screen and watch your score take off as soon as your energy is replenished!

Now you're full of pep for the next sector! You can go either way – let's go right for now, and encounter the pink Asymmetra. Don't forget that all organisms are lethal, even though they look so cute. Do the same to the Asymmetra as you did to the Binaria, and when you see the energy cell, go for it – because if you run out of energy you lose a fish!

If you've survived so far, well done! Now swim to the next sector, which is back to the left, and prey upon the pink Protozon Microns in the same manner.

If you make it through Round 1, the other six Rounds have an added challenge. Poisonous pink seahorses float up from the depths at random – so stay alert! All the following Rounds have all five sectors occupied with organisms, and the two extra ones are the blue Photogyra in the far right area and the blue Cytozoa in the far left! Have a look at the table under "Variations of the Game" for more data, because the odds change in each Round as the level of difficulty increases.

So now you know what to do, you can concentrate on maximising your score and have a lot of fun in the process!

VARIATIONS OF THE GAME

Funky Fish can be played with one or two players at a time. The bottom line of the initial display tells you which version is in operation, and can be changed by pressing the SELECT button.

One Player Game

Use the right-hand controller for moving Funky Fish around. The present score is on the second from top line on the right hand side of your screen, and the Hi-score is displayed on the left side.

Two Player Game

Each player must complete the Round in turn before you can progress to the next one.

The second from top line on your screen displays the scores of both players simultaneously. A small fish next to either of the scores will indicate who the current player is. The number of fish remaining for each player is shown on each side of the top line on your screen.

In both versions of Funky Fish, the area between the scores shows the number of remaining Microns of the species just eaten. When an adult organism transforms into an energy cell, its countdown will take the place of the number of Microns until it reaches 0.

The table below will outline variations in the game as the Rounds progress – not quite as easy as you thought, is it?

ROUND	NUMBER OF ADULT ORGANISMS	NUMBER OF MICRONS	SPEED OF MICRONS
1	3	6	x 1
2	5	6	x 1
3	5	8	x 1
4	5	10	x 1
5	5	10	x 1.33
6	5	10	x 2
7	5	10	x 4

Don't forget the deadly sea-horses from Round 2 onwards!

STARTING THE GAME

1. Read the OWNER'S MANUAL before starting – you don't want to miss any important points!
2. Make sure the POWER light is off before putting the Game Cartridge into the Console Unit; this will prevent damage to both.
3. Insert the mylar overlay into each controller keyboard (See Fig. 1 & 2)

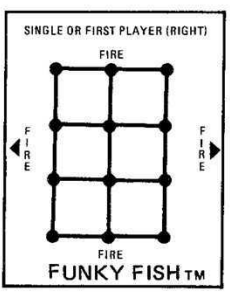


FIG. 1A

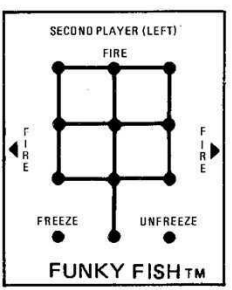


FIG. 1B

OVERLAYS

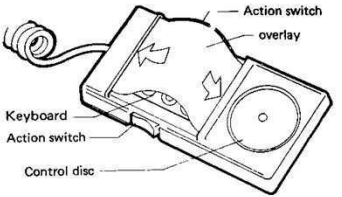


FIG. 2
HOW TO INSTALL OVERLAY

4. With the picture facing the front, put the Game Cartridge into the slot on top of the Console Unit.
5. Press the POWER button – the POWER light turns red.
6. Press the RESET button and the initial display appears.
7. Press START and the game begins.
8. If you want to see a demonstration of the game, press START and wait. After about ten seconds the Demo Mode will automatically take over and shows an example of Round 2 action, with Funky Fish firing darts at random. To stop the Demo Mode press RESET.
9. For "Freeze" press "Clear" and for "Unfreeze" press "Enter" on the left hand controller, or refer to the overlay provided for the controller.

THIS IS EITHER A ONE-PLAYER OR A TWO-PLAYER GAME. PRESS SELECT TO CHOOSE WHICH GAME WHILE THE INITIAL DISPLAY SHOWS ON THE SCREEN. FOR ONE-PLAYER GAME USE RIGHT-HAND CONTROLLER ONLY.

USING THE CONTROLLERS

Press the disc or move the joystick in the direction in which you want Funky Fish to swim. For instance, move it to the left if you want Funky Fish to swim to the left, or right for right, up for up and down for down.

Press any button the controller, including the red ones, and Funky will spit his deadly dart. He has a limitless supply of darts.

FREEZING THE GAME

Rrrrrring – rrrrring! Rrrrrring – rrrrring! Oh no – that's the telephone ringing right in the middle of a game! Don't worry, Funky Fish has a unique feature – just press FREEZE (CLEAR) on your left hand controller and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again press UNFREEZE (ENTER) on your left hand controller and the action and sound continues where you left off.

If necessary you can also reduce the volume on your TV until it's time for you to play again, but don't forget to turn it back on!

SCORING

The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge in the one-player game. To keep the highest score on the screen, just press the START button for the next game. If you press the RESET button all scores will be wiped out.

If you can get your score up to 30,000 a bonus fish is awarded. Now see what the Microns are worth:

ROUND	POINTS FOR EACH MICRON
1	100
2	100
3	100
4	100
5	200
6	500
7	1000

TIPS TO KEEP FUNKY FISH IN THE SWIM

The quicker Funky can spear and eat the Microns the better – he uses up less energy and then has more time to increase his score while in the energy cell.

Watch out – sometimes those crafty organisms release two Microns close together! Shoot twice before getting too near in case you miss one and it wipes you out!

Eat up the cherries as fast as you can – occasionally they just disappear!

While in the energy cell keep a lookout for seahorses – you're still fair game as far as they're concerned!

HAPPY PLAYING!

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